



CITY OF FRESNO  
PARKS, AFTER SCHOOL, RECREATION AND COMMUNITY SERVICES  
ADULT SPORTS SECTION

## COED SLOW PITCH SOFTBALL

Revised: 2015

### PLAY REGULATIONS

Rules not specifically mentioned will be governed by the Amateur Softball Association (ASA) rules.

#### **Coed Slow Pitch – Homerun Rule Limit**

**(3) Homeruns per game per team. Any homeruns after (3) will result in an out.  
All runners must return to their base.**

**Rule 3 Section 3E [3]: EFFECTIVE 2014: The 52/300 12 inch ball will be the only 12” ball allowed in Men’s Adult Slow Pitch, Men’s Co-ed, Men’s Master’s Slow Pitch and Junior Olympic Boys Slow Pitch, with the exception of Seniors.**

*Removes the 44/375 12” ball as an approved ball for all Men’s Adult Slow Pitch, Men’s Co-ed, Men’s Master’s Slow Pitch and Junior Olympic Boys Slow Pitch Championship Play beginning January 1, 2014.*

1. Alcoholic Beverages – City of Fresno does not allow alcoholic beverages on any City of Fresno Park. Consumption of alcohol on the premises will result in removal from the park and the City of Fresno Adult Sports Leagues for one year.
2. Once schedules are made, **NO REFUNDS** are allowed.
3. **A team in the Coed Slow Pitch League must have eight (8) players (4 men and 4 women) present to start a legal game, 10 players - standard. No player(s) names shall appear on the starting line-up unless the player is available in the team area.**
4. Game time is forfeit time! **Exception:** First game has a ten (ten) minute grace period. The first week of the season all games have a ten (10) minute grace period (game time will be deducted from the grace period.) Must have at least 8 players.
5. Line-up must be ready **before** scheduled game time. First and last names MUST appear on the scorecard. Line-up must be given to the home plate umpire.
6. A team shall consist of a minimum of eight (8) players and a maximum of twenty (20) eligible players on a contract.
7. Defensive positioning shall include at least (1) female in the outfield at all times.
8. Length of league game shall be seven (7) innings or fifty-five (55) minutes whichever comes first. **NO TIEBREAKERS**

**League standings and post-season pairings are based on:**

1. Overall record based on points (win= 2 pts / tie= 1 pt. / loss= 0 pts.)
  2. Head to Head
  3. Victory margin over head to head opponent, if team split season series
  4. Fewest runs allowed over season
  5. Coin flip
9. Teams will be placed in a league in as fair a manner as possible. Ability level, past performance, and special requests will all be taken into consideration but not guaranteed. The City of Fresno has the right to move any team up a division to create a level playing field.
10. Four (4) complete innings constitute a game when called because of rain, darkness or inclement weather. Games stopped by the time limit shall be considered complete regardless of the number of innings played.
11. A batted ball that goes sharply and directly from the bat to the catchers hand(s) or glove/mitt is an out.
12. Run Rule: (15) run lead after (5) innings.
13. No batting or infield practice.
14. Game may be forfeited by umpire if a team persists in using tactics that delay the progress of the game.
15. **Each team shall furnish the umpire with a new official ASA approved .52 core ball at game time. Ball cannot exceed 300lbs compression.** Best ball available shall be used at all times at the umpire's discretion. In league play, no game shall start until each team has furnished the umpire with a new ball. If a new ball is not supplied to the umpire by game time, the game shall be forfeited to the opposing team. The umpire has discretion here.
16. **ASA / NSA Banned Bat list will be enforced.**  
Article 510 N. 06 of the 2006 ASA Code, any player discovered using an altered bat, including a doctored bat or a bat with additional weight shall be called out and disqualified from further City of Fresno league play and ASA Tournaments from one to ten years. City of Fresno/ASA shall have the right to take possession of a bat that is, in the sole discretion of the City of Fresno Parks, After School, Recreation and Community Services Department reasonably suspected to be an altered bat. In the event the suspected altered bat is tested and determined to be an altered bat, then the player shall surrender ownership of the altered bat to City of Fresno/ASA; otherwise a bat of equal or greater value, in the sole discretion of City of Fresno/ASA, shall be returned to the player. A team that is discovered using or have within its possession or control an altered bat may be disqualified from further league play or tournament competition.
17. **Coed Slow Pitch Definitions**
  - A. Base on balls - a batter is awarded first base when four (4) pitches are judged to be

balls. When batter is a male, the female (only females) that follows has her choice of batting or taking a walk. **(applies only when there are two(2) outs)**

- B. All batters will start with a (1) ball (1) strike count with none to waste.
- C. No base stealing is allowed.
- D. The distance of the pitcher's plate to home plate is 52 feet for men and women.
- E. The pitcher shall take a position with one (1) or both feet on contact, but not off the side of the pitcher's plate.
- F. The ball must be delivered at a moderate speed with an underhand motion.
- G. The delivery must be below the hip with a perceptible arc of 6 to 10 feet.
- H. Pitchers shall not be allowed to use tape or other substances on their hands or fingers, nor shall any foreign substance be applied on the ball. Powdered resin may be used to dry hands.
- I. Athletic footwear is required of all participants. Persons may use hard rubber cleats. **NO METAL SPIKES** (No track or football type shoes) are allowed.
- J. Ten (10) defensive players are on the field, one of whom is to be the short fielder (Rover). **The rover is considered an outfielder and may not attempt to throw runners out at first base. (see rule E listed below)**

18. **Batting:**

- A. A team may have twelve (12) players bat on offense, using the extra player rule. Only ten (10) players (6 men, 4 women) are allowed to play defense at one time. When batting twelve (12) players the team has free substitution.
- B. Re-entry rule is in effect.
- C. In case of an injury during the game, the game may continue with one less player if there are no substitutions available. However, an out will be recorded in the "empty" spot in the batting order.
- D. The batter may not bunt, chop or half swing.

**Effect:** an out will be recorded.

**E. A thrown ball from the outfield to first base will result in an automatic safe call and the runner will be awarded an extra base.**

- F. Balls/strikes are called by the plate umpire:

- 1. A pitched ball hits the batter in the strike zone. A strike is called, the ball is dead

and the base runner(s) may not advance.

G. A ball called by the umpire:

1. If a pitcher desires to walk a batter intentionally, the pitcher shall notify the plate umpire, who shall award the batter first base.
2. Base on balls: The batter/runner is awarded one base. The ball is dead.

## 15. **Base Running:**

A. Base distance will remain at 70 feet.

B. Runners leaving base too soon shall be declared out and the ball is declared dead, no pitch on the batter.

C. Runners may not advance on an over throw to pitcher. After the pitch, the ball is dead. The ball becomes live when the pitcher - catcher are in legal position to continue the game.

D. Sliding is allowed.

E. A team may use (1) courtesy runner per gender per inning. Any player that is listed on the line up may run at any bag.

F. A defensive player may not **block** a base in attempting to prevent a runner from getting to that base.

**Effect:** The runner will be declared safe.

**Note:** A defensive player may be ejected at the discretion of the umpire.

G. A runner may not **run over** a defensive player in order to avoid a tag.

**Effect:** The runner will be declared out.

**Note:** Runner may be ejected at the discretion of the umpire.

H. Base runner may leave the base when a pitch is swung at and missed but must immediately return to the base.

I. Infield fly rule is in effect.

## **PLAYER QUALIFICATIONS**

Team players are those persons who sign the original team contract.

1. All players must sign the original team roster/waiver. A manager or other person shall not sign a team contract for another person. The penalty for signing another person's name on a contract is a one (1) year suspension. The person who signs another person's name on a contract is held liable in case of injury to the person whose name was signed.
2. An Add/Drop Form must be filed in the Sports Office for any additions or deletions of player(s) to the original team roster/waiver.
3. A player may play on more than one team per night **PROVIDED** the team he/she plays for is not in the same league. Participants who are accused of being illegal or ineligible must provide proof of identification to the Sports Supervisor, via a pictured identification, or the game could be forfeited. Acceptable "picture identification" will consist of the following documents:
  - Department of Motor Vehicles Driver's License
  - Department of Motor Vehicles Identification Card
  - Passport
  - Any Notarized Identification
4. A player must be 18 years of age or over to be eligible to participate with adult team. Any player under the age of 18 will be required to have a City of Fresno photo I.D.  
Absolutely NO players under the age of 16 years old – NO EXCEPTIONS
5. Any player who is listed as a member of a team that is dropped or officially disbanded will be considered automatically released.
  - A. Automatically released players are eligible to play on another team after signing a team roster/waiver with the new team, provided that the team falls below the minimum, and at least one half (½) of the season is still remaining. Approval must be given by the Sports Supervisor for any players to be allowed to play on any other established team.
6. Any player who is on the roster of a college, junior college, high school or junior high school squad and is competing under C.I.F. rules and regulations is ineligible to compete in the City Athletic Leagues until completion of their school's current league schedule. Player's name must appear on the official team roster/waive contract prior to deadline. The league in which player wishes to participate in will be determined by the team with whom the player signed his/her team roster/waiver. A written letter is required from the school to release said player to participate. Player must then sign the official team roster/waiver before legal to play.
7. Any player who is called into the Armed Forces of the United States may be replaced immediately upon authorization of the Adult Sports Supervisor. The replacement will be eligible to compete upon the date of signing a team contract. Any player returning from the Armed Forces of the United States shall be eligible to compete in the City League upon written request and subsequent approval of the request by the Adult Sports Supervisor. A signed team roster/waiver must also be filed in the Sports Office. Induction papers and/or discharge papers will be required before final approval.

## **PROTESTS**

The Adult Sports Supervisor shall not be bound by any verbal agreement made between managers or players.

- A. The protest **must be recorded on the scorecard** at the time of the protest and **signed** by the protesting manager, the opposing team manager and the game official(s) before play resumes. If opposing team manager chooses not to sign, the official(s) should note that on the scorecard.

**SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.**

- B. All rule protests must be in writing and filed in the Sports Office by 5:00 p.m. the next working day following the disputed game. Failure to do so will eliminate all consideration of the rule protest.

1. **ALL ILLEGAL PLAYER PROTESTS** must be made verbally to the official(s) during the game.

- A. The protest must be recorded on the scorecard at the time of the protest and signed by the protesting manager, the opposing team manager and the game official(s) before the game resumes. If opposing team manager chooses not to sign, the official(s) should so note that on the scorecard.

**SIGNING THE SCORECARD IS NOT AN ADMISSION OF GUILT.**

- B. All illegal player protests must be made in writing and filed in the Sports Office by 5:00 p.m. of the next working day following the disputed game. Failure to do so will eliminate all consideration of the rule protest.

- C. During league play, if an illegal player is identified by the Recreation Staff or Adult Sports Supervisor, corrective action may be taken up to and including one (1) business day after that league's last official game.

- D. Anytime a player and/or manager, coach, etc. is found playing illegally in the program, he/she will be dealt with individually by the "Code of Conduct" rules.

Dead time during a protest is an official time-out. That time will be added at the end of the game.

### **APPEAL PROCESS**

1. Only individuals directly involved in the infraction, or their authorized representative, may address the Adult Sports Supervisor.
2. The Adult Sports Supervisor shall be the final authority in interpretation of all rules and in determining any points not satisfactorily covered in the rules.
3. The Adult Sports Supervisor considers all advice, suggestions and recommendations in making its final decisions. These decisions shall be final and not subject to appeal.
4. To find the status an appeal the team manager may contact the Sports Office the next working day.

## **AGREEMENTS**

Upon filing the official team roster/waiver and reviewing the Code of Conduct for participation in the City of Fresno Sports Program, the manager agrees that he/she has read all of the rules regulations and further agrees that he/she will conduct himself/herself and control his/her team in accordance with all policies, rules and regulations of the City of Fresno Department of Parks, After School, Recreation and Community Services and Fresno Unified School District.

## **RAINY OR BAD WEATHER PROCEDURE**

On the day(s) in question, **only the manager/coach** will call the Weather Hotline at 621-6725 after 3:00 p.m. for the following information:

1. Fields not playable.
2. Leagues affected by the weather.
3. If games will be rescheduled in the near future.